
Title: <i>Mortis Sevrom Pt II

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Mortis Sevrom
The
Book of Blood Magic
Volume 2

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Compendium

- 6) SevSet
 - 7) Cure'mPorAi
 - 8) Revcur
 - 9) Sengemp
 - 10) Notes on Blood Magic
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*A Picture of a
Pentagram Traced In
Blood Adorns The Page*

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6. SevSet
The Blood Sight Spell

Among the many sub
species that could be
categorized as Undead,
there are some such as
Vampires with an
affinity for blood. To
some beings, even a mere
drop can be tracked by
way of scent amidst
even the most chaotic of
cities. With the use of
SevSet the
a similar ability, though
one that is much more
practical.
Blood Sight granted by
the SevSet spell is a
powerful enchantment that
allows one to track and
differentiate between

beings based solely on the blood that courses through their veins. Any biological creature that meets this most basic of requirements will be traceable and easily identified. It should be noted as has been done in earlier spells that as SevSet is reliant on blood, it will not work on other undead who possess blood in abnormal means or small quantities. To cast the spell, the necromancer must procure two drops of blood upon the finger tips, which then must be placed upon the open eyes of the caster. Applying minimal pressure, speak the incantation 'SevSet'. If done correctly, vision will quickly seem to darken and fade. After a few moments, eyesight will sharpen and your view of the world shall become tinted. All beings with a normal blood flow in their bodies will have a red glow, as well as distinguishable beatings of the heart if looking closely. Envisioning a particular target in mind will cause a brighter glow than that of anyone surrounding in the direction of that particular being. The closer you become, the brighter will they be. The farther away you are, the fainter.

7. Cure'mPorAi The Blood Molding Spell

On its own, Cure'mPorAi is a very simple spell. What makes it powerful is the way in which it can be enhanced and conjoined with other spells, including several

within Mortis Sevrom. The power granted to the caster of the Blood Molding Spell is to shape and move blood of one's own accord. In this way, it is extremely useful in preparing grander or more ritualistic spells that require specific patterns made in blood. While this is perhaps the most obvious and useful intentions of the spell, it can also be used on an even more basic level to create visual representations of maps or diagrams when travelling in an area with low provisions. On the other end of the spectrum, a knowledgeable necromancer will know how to combine use of his spells, and for example could even use the Blood Molding Spell offensively, if InFevero was simply cast first.

The casting of the spell only requires the incantation of 'Cure'mPorAi' and the use of Deamon Blood.

When cast correctly, the hand's movements will physically shape the blood.

8. Revcur

The Ritual of Blood Rain

There are many tales in which a hero quests through foreboding lands, the very environment a sign of the evil that lurks. Revcur is an example that some legends are true. The ability to make blood rain from the sky is seemingly harmless but greatly influential against any foe a necromancer might face on the battlefeild. First and foremost, there is perhaps no sign of a necromancer's power that

is as clear as such a display. While it would take more than falling blood to actually stop a determined group of veteran fighters, there will always be many young and inexperienced in any group whether it be an army or a scouting party. Fear is common on the field of battle, and it is a factor that Revcur takes full advantage of. Equally as important is the notable fact that every spell in this compendium is reliant on blood in some way. Blood magic is a powerful and prevalent part of Necromancy in every corner of Sosaria. To make blood rain upon those who use it and weave it in their very art is to grant upon any necromancer a great blessing. The fear of your enemies and the bolstering of your spells is enough to inspire great strength in necromancers. Casting of the spell is ritualistic and requires a sacrifice. Bind the victim and set them on their knees over a large and shallow basin of water. While the victim is still alive, make a small but deep gash in the throat. Allow life's blood to spill into the basin until the victim has passed and the flow of blood lessens or stops. Leave the victim kneeling as they were in death. Submerge a liquid absorbant cloth into the basin of blood and water allowing it to soak for a moment. Once this is done, retrieve the cloth and hold it above the kneeling victim's head. Slowly and gently squeeze

the cloth in your fist
causing droplets of bloody
water to run down your
hand and fall upon the
victim. Repeatedly recite
the incantaion 'Revcure'
quietly and evenly and you
will feel a shift in the
winds. Shortly, the skies
will darken and so to
shall droplets of blood
fall to earth. The
duration of this spell
is limitless so long as
use of the cloth and the
blood/water mixture is
continued.

9. Sengemp Blood Spell Empowerment

Every spell caster knows,
no matter their division
of magic, that
forethought is important
when learning and
preparing spells. In
particularly long or
challenging endeavors
there will come times
when a necromancer's
knowledge is useless if
the required reagents of
spell casting are short at
hand. The answer to this
problem is Blood Spell
Empowerment. The
Purpose of Sengemp is to
stretch the reagents that
you have to their highest
efficiency. In essence, by
way of filtering reagents
into the necromancer's
own blood stream, you
can replace an individual
spell's requirements with
some of your own blood.
While it should be kept
in mind that every spell
will come at a cost to
you, it can potentially
double or triple the
number of spells you can
cast that your quantity
of reagents would
normally allow. To use
Blood Spell Empowerment,
the necromantic reagents

needed for your spells
must be ground in mortar
and pestle splashed with
your own blood. One this
has been done, allow it
several hours to dry and
then grind the materials
further until it is a fine
powder. Once this powder
has been obtained, splash
it once again with a bit
of your own blood
uttering the incantation
'Sengemp' and swallow the
mixture whole. To assure
you have cast the spell
correctly, try something
simple without the use of
reagents. Success should
be obviously apparent.

10. End Notes

Considering Blood Magic

Within these two volumes
of Mortis Sevrom lie
spells powered by one of
the most abundant
resources available to a
necromancer. To use
these spells of Blood
Magic, the Spells of the
LichDrow De'Abreago, is
to accept that you serve
the one true cause:
Necromancy.